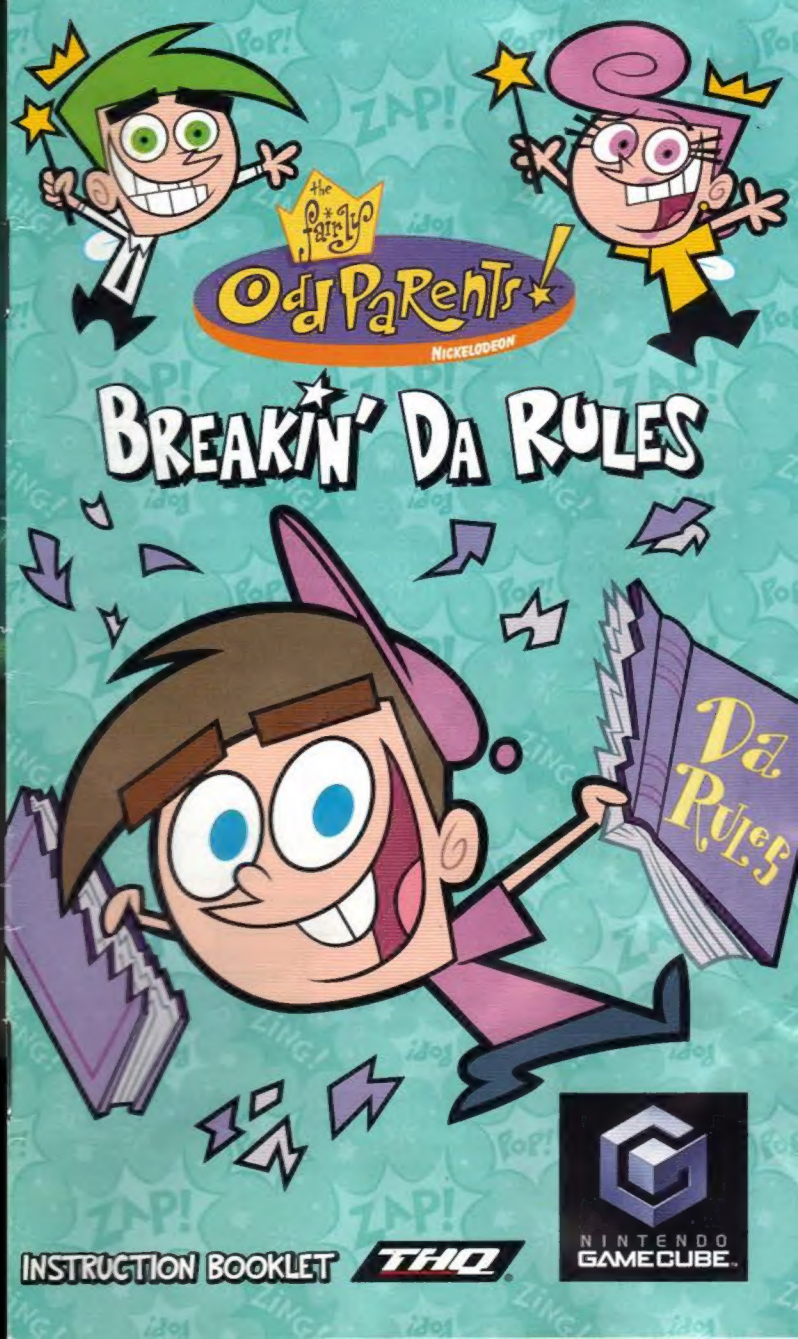




EmuMovies



INSTRUCTION BOOKLET

THQ





**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

Take a 10 to 15 minute break every hour, even if you don't think you need it. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.

- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

#### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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1 Player

**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**



Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS. PLEASE REFER TO THE NINTENDO GAMECUBE INSTRUCTION BOOKLET (PAGES 18-20) FOR DIRECTIONS ON HOW TO FORMAT AND ERASE MEMORY CARD FILES.**

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Rev-D (L)

**EVERYONE**



Comic Mischief

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# GETTING STARTED

Set up your Nintendo GameCube™ game system according to the directions in the Nintendo GameCube™ instruction manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place the *The Fairly OddParents™: Breakin' Da Rules* Game Disc on the disc tray with the label facing up and close the disc tray. Follow all on-screen instructions and refer to this manual for more information about playing *The Fairly OddParents™: Breakin' Da Rules*.



# CONTROLS





# GAME CONTROLS



A Button:	Jump (press twice to double jump)
Y Button:	Look around (also used to aim)
B Button:	Action (for some actions, hold down for continuous action)
X Button:	Camera toggle
Z Button:	No Function
Left Button:	Camera behind
Right Button:	Talk to Fairy Godparents
C Stick:	Moves camera
Control Stick:	Moves character
+ Control Pad	Move Character/Menu Selections
START:	Pause

## IN-GAME MENU

When you pause the game, the following menu becomes available: Continue, Options, Quit, or Exit.

Continue returns you back to the game.

Options allows you to affect the following choices:

- Rumble on/off
- Subtitles on/off
- SFX Volume
- Music Volume
- Speech Volume

Quit lets you exit out of the current episode and return to Timmy's house.

Exit lets you exit out of a current game and return to the Main Menu.

## INTRODUCTION

Oh no! Vicky, the evil babysitter, has taken Da Rules book from Timmy's Fairy Godparents. And now she unknowingly has the power to make wishes! As Timmy, can you retrieve Da Rules, and undo the damage she's done or will you remain her helpless puppet - gulp - forever?





# MAIN MENU

After the power is turned on, the Title Screen appears. Press START to take you to the Main Menu screen. The Main Menu has four choices: New Game, Load Game, Options, and Extras

## NEW GAME

From here, players can start a New Game.

## LOAD GAME

To continue a saved game, select one of the games in the three save files.

## OPTIONS

This allows you to adjust sound control and game options:

- Rumble on/off
- Subtitles on/off
- SFX Volume
- Music Volume





## EXTRAS

This presents you with the following choices:

- Trailers
- Load Game Status
- Bonus
- Credits



# ITEMS

Wish Stars	Collecting 5 Wish Stars allows Timmy to make a wish	
Crowns	Every 100 crowns gives Timmy an extra chance to continue	
Crimson Chin Cards	Collecting four Crimson Chin cards in any episode unlocks the animated show clips located in the bonus section of Extras	
One-Ups	This gives Timmy an extra chance to continue.	





# EVIL FINDS A WAY

Some days, it just doesn't pay to get out of bed.

See, you have these Fairy Godparents (Cosmo and Wanda, of course!) and you can wish for anything you want EXCEPT that your evil babysitter Vicky burst into your room and finds Da Rules, a sort of fairy handbook, WHICH Vicky then takes (not knowing what she's got)...

Wheeze, pant. Deep breath...



Okay... AND as long as she's got it she can make her wishes come true WHICH puts your Fairy Godparents in big trouble with Jorgen Von Strangle (the toughest fairy of them all) WHO, after a hearing in Fairy Court, takes away Cosmo and Wanda's powers and gives them training wands instead but NOW Vicky's making all these stupid wishes which is making your life just miserable

Pant, wheeze. Just a little more...

SO you've got to get back the book AND on top of that, Jorgen Von Strangle has given you and your Fairy Godparents just 49 hours to find all of the lost pages of Da Rules OR Cosmo and Wanda lose their ability to grant wishes forever.

Sheesh. Some days, it just doesn't pay to get out of bed.



# BREAKIN DA RULES

"What happens if I fall off?"

"You'll move downwards really fast. It'll be fun... errr... until you hit the ground that is."

It figures. The first thing Vicky does is wish you'd stay asleep. Your Fairy Godparents aren't much help either.

They need 5 wish stars just to get enough power to grant you a small wish. Hey! Those stars run pretty fast!



# TIMMY'S HOUSE

"Gee, hon, I'm not sure we have the time to read comic books."

"I'm not sure I'm able to read comic books."

"Aww, but I haven't read the latest issue yet! Maybe I can get some ideas from the Crimson Chin."



**Congratulations!** You're awake. From your Room, you can stumble into all of the other adventures where pages of Da Rules have been hidden. Unfortunately, Vicky has locked a few doors and you can only get to them as Wanda and Cosmo start to regain their magic powers. These doors are:

The Bathroom Door	Opens after 2 episodes
The Bedroom Door	Opens after 3 episodes
The Kitchen Door	Opens after 5 episodes

After you've completed all 8 episodes, a final door will appear out of nowhere - the Magic Door - which leads to Fairy World for The Ultimate Challenge.

Tip: Need to save the game? Wander over to the fishbowl and make a wish!



# CHINLESS BLUNDER

"News just in. A villain with tremendous strength has just raided the bank of Chincinnati!"



It's your favorite comic book and your favorite hero - the **Crimson Chin!** But Vicky doesn't see it that way. She wishes that you'd get stuck in a comic book with that "useless" hero and that's just

what happens! As the Crimson Chin's sidekick, Cleft, you will have to defeat villainous enemies like Country Boy, Spatula Woman, and Gilded Arches to recover your hero's stolen powers.

# THE VICKY VIRUS



"Dodge those monkeys. Catch the stars... Multi-task!"

Geez! Invite a few friends over and look what happens. Vicky ends up wishing all of you into your stupid video game! Now you've got to race through the various

villainous levels and rescue AJ and Chester (who, I might add, also get a chance to rescue you!) to escape this virtual madness.

Tip: When using the action button, sometimes you need to hold the button down to achieve an effect (like moving ice cubes with that snowplow).

# A BADGE TOO FAR

"It... it was horrible. They came out of the darkness while we slept! It's a good thing we sleep in our uniforms."



Every year you and the rest of the Squirrely Scouts get more badges than the Crème Puffs - but this year Crème Puff leader Vicky is going to change all that! She wishes that the Crème Puffs get the upper hand this time and the result is a mindless Crème Puff army that captures all of the Squirrely Scouts to keep them from getting badges forever! Can you work past these insidious brainwashed Puffs, free your fellow scouts, and dance the secret Crème Puff dance of identification to defeat Vicky and her sinister plans?

# MINI TIMMY

"Ooo! What are those piles made from and do we have to step on them?"

Double-disgusted by a filthy bathtub in your bathroom, Vicky wishes that you were small enough to clean every single speck of dirt in the bath! And that's that - you're miniaturized to the size of a germ where you will have to fight grease, grime, and the occasional goo to get out. Thank goodness for that enviro-armor Wanda wished up for you!



Tip: When walking across greasy, grimy, slippery hair, use the left Control Stick to keep your balance!



# CRASH LANDING

"Oh look an alien!"

"Looks like a Yugo-potaimian."

"Those pesky  
Yugo-potatoes!"

This is so not good. It's a beautiful day and you're ready to play but Vicky thinks that this town is so dull. She wishes that, just once, something exciting would happen. Like, maybe... an alien invasion. Can you see where this is heading? The Yugo-potaimians are back, reigning terror, evil, and just plain nastiness on the town. Can you (in your Crash Nebula suit) save the day and send those terrors packing?



## BAD LUCK 101

"So here we are. In school on a Saturday.  
How could life possibly get any worse?"

Sigh. It's just one of those days. Vicky gets splashed by water on her way to some extra classes at school so she wishes you had as much bad luck as she did. Unknown to Vicky, this releases the pesky Anti-Fairies, who go around cursing everyone with bad luck. You'll have to catch all the anti-fairies while avoiding the scrutiny of crazy Mr. Crocker who is dedicated to proving that fairies actually exist!

Tip: Look out for the random wrecking balls!



# TIME WARPED

"And I quote: Ahem! 'Egyptian pyramids are called pyramids because of their distickive - that's spelled wrong - 'cube shape.'"

Vicky's really done it this time. She's wished all of the answers to her history assignment were right and changed time itself. You'll need to go back in time and correct such horrible changes as the "square-a-mid" and "Queen Morgana and the Round Table."



## A DOG'S LIFE

"I'm gonna call you Timmy, after my soon-to-be boyfriend. You can be my doggy. We can be together always, I promise. I love you so much!" - Tootie



Tootie, Vicky's creepy little sister, has come over for a visit. She wants to see her true love, you(!), and walk Vicky's dog. But when Vicky inadvertently wishes that you could be more like her dog, Doidle, "poof!" That's right. You've gone to the dogs.

Sold to a pet shop in the mall, you'll have to escape, avoid Tootie, and find a way back to being human again.

Tip: You'll have to find a way to break Tootie's true love for you or you'll never get turned back into a human! (The fairies can't use any wishes when it affects true love).



# THE ULTIMATE CHALLENGE

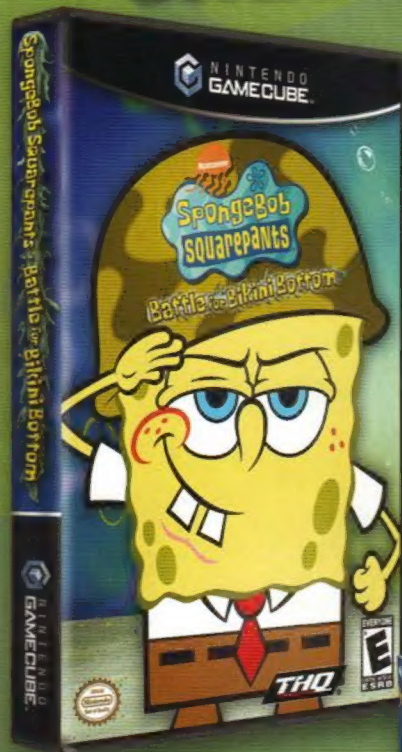
"Next time on The Ultimate Challenge, I will personally beat four hundred and two ogres using only my gigantic ego!"

- Jorgen Von Strangle

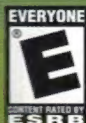
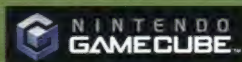


This is it, the final twist! You have retrieved all but one of the pages of Da Rules, but the last one is in Vicky's possession! Can you defeat her and make her wish she'd never grabbed that book? And can you do it while Jorgen Von Strangle, the meanest fairy instructor in the world, watches you during The Ultimate Challenge? Quite a task for a ten-year old boy!

# HE IS OUR ONLY HOPE...



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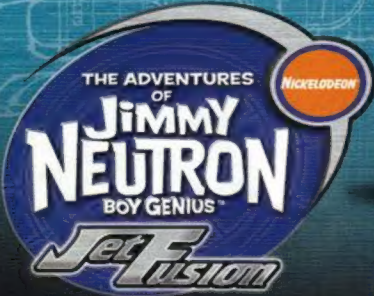
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# GOTTA JET!



**AVAILABLE NOW!**



GAME BOY ADVANCE



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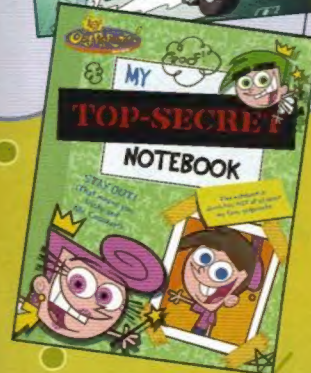


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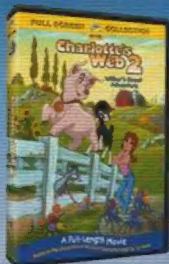


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### Rugrats in Paris The Movie

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